

## Curriculum Vitae

### 1. Personal Information

#### a. Current Position

Associate Dean of the Graduate School  
Professor, Department of American Studies  
Faculty member, Human-Computer Interaction Lab  
Affiliate Faculty: Maryland Institute for Technology in the Humanities (MITH),  
Department of Women's Studies, and the College of Information Studies  
Faculty Associate (2019-2020): Harvard University, Berkman Klein Center for  
Internet & Society

#### b. Education

Ph.D., University of California, Los Angeles  
School of Theater, Film, and Television, June 2006

Master of Arts, Claremont Graduate University, Claremont, California  
English, June 2002

Bachelor of Arts, Westmont College, Santa Barbara, California  
Communication Studies and English, June 2000

#### c. Employment

University of Maryland, College Park  
Professor of American Studies and Associate Dean of the Graduate School (2022-  
Present)

University of Maryland, College Park  
Professor of American Studies and Design Cultures & Creativity (2020-2022)

Associate Professor of American Studies and the Design Cultures & Creativity  
Program (2015-2020)

Assistant Professor of American Studies and the Design Cultures & Creativity  
Program (2010-2015)

Washington State University  
Assistant Professor of English and Director of the Digital Technology and Culture  
Program (2007-2010)

### 2. Research, Scholarly, and Creative Activities

#### a. Books.

##### i. Books authored.

*A History of New Things: How Design and Technology Created Our Disposable*

*Culture* (in process)

*Delayed Response: The Art of Waiting from the Ancient to the Instant World.* Yale University Press, 2018.

- *Winner of an Alfred P. Sloan Foundation Grant for the Public Understanding of Science and Technology*

*Mobile Interface Theory: Embodied Space and Locative Media.* New York: Routledge Press, 2012. (Second Edition, 2021)

- *Winner of the 2012 Book Award from the Association of Internet Researchers (AoIR)*

## **ii. Books edited.**

*The Mobile Story: Narrative Practices with Locative Technologies.* New York: Routledge Press, 2014. (Sole editor)

*Foundations of Mobile Media Studies: Essential Texts on the Formation of a Field.* New York: Routledge, 2016. (Sole Editor)

## **iii. Contributing Author.**

*Applied Media Studies: Theory and Practice.* Ed. Kirsten Ostherr. Co-authors: Tara McPherson, Anne Balsamo, Lisa Parks, Heidi Rae Cooley, Elizabeth Losh, Lindsay Graham, Daniel Grinberg, Lindsay Palmer, Bo Reimer, and Patrick Vonderau. New York: Routledge Press, 2017.

## **b. Articles in Journals.**

### **i. Refereed Journal Articles.**

Parisi, David and Jason Farman, "The Time of Touch: Efficiency and Delay in Haptic Communication." *Convergence* 25.1 (2019): 40-59.

"Invisible and Instantaneous: Geographies of Media Infrastructure from Pneumatic Tubes to Fiber Optics." *Media Theory* 2.1 (2018): 1-22.

"Repair and Software: Updates, Obsolescence, and Mobile Culture's Operating Systems." *Continent*, 6.1 (2017): 20-24.

"Surveillance from the Middle: On Interception, Infrastructure, and the Material Flows of Asynchronous Communication." *Media Fields*, 11.1 (2016): <http://mediafieldsjournal.squarespace.com/surveillance-from-the-middle/>

"Objects as Audience: Phenomenologies of Vibrant Virtuality in GPS Art." *Leonardo Electronic Almanac* 21.1 (2016): 196-209.

"Stories, Spaces, and Bodies: The Production of Embodied Space Through Mobile Media Storytelling." *Communication Research and Practice* 1.2 (2015): 101-116.

“Infrastructures of Mobile Social Media.” *Social Media + Society* 1, no. 1 (2015): 1-2.

“Creative Misuse as Resistance: Surveillance, Mobile Technologies, and Locative Games.” *Surveillance & Society* 12.3 (2014): 377-388.

“Mobile Media Performances as Asynchronous Embodiment.” *International Journal of Screendance* 2.1 (2011): 48-51.

“Mapping the Digital Empire: Google Earth and the Process of Postmodern Cartography.” *New Media & Society* 12.6 (2010), 869-888. (Republished in *The Map Reader: Theories of Mapping Practice and Cartographic Representation*. Ed. Martin Dodge, Rob Kitchin, and Chris Perkins. Oxford: Wiley-Blackwell, 2011.)

“Hypermediating the Game Interface: The Alienation Effect in Violent Videogames and the Problem of Serious Play.” *Communication Quarterly* 58.1 (2010), 96-109.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” *Contemporary Theatre Review* 19.2 (2009), 181-194.

**ii. Non-Refereed Journal Articles.**

“Introduction to the Social Transformations from the Mobile Internet.” *Future Internet* 4.2 (2012): 545-550.

“StoryMarker: The Design of a Storytelling Platform for Mobile Phones.” *The New Everyday*. Special issue, Rough Cuts: Media and Design in Process. Ed. Kari Kraus (2012). <http://mediacommons.futureofthebook.org/tne/pieces/storymarker>

**c. Book Chapters.**

**i. Chapters in books (peer reviewed).**

“Spatial Practices of the Second Offline.” *The Second Offline: The Doubling of Time and Place*. Ed. Hidenori Tomita. Singapore: Springer, 2021, 209-226.

“Mobile Media Stories and the Process of Designing Contested Landscapes.” *Networked Self and Platforms, Stories, Connections*. Ed. Zizi Papacharissi. New York: Routledge, 2018, 188-202.

“When Geolocation Meets Visualization.” *Augmented Reality: Innovative Perspectives across Art, Industry, and Academia*. Eds. Sean Morey and John Tinnell. Anderson, SC: Parlor Press, 2017, 177-199.

“Location-based media.” *Dialogues on Mobile Communication*. Ed. Adriana de Souza e Silva. New York: Routledge, 2016, 139-155.

“The Materiality of Locative Media: On the Invisible Infrastructure of Mobile Networks.” *Theories of the Mobile Internet: Materialities and Imaginaries*. Ed. Andrew Herman, Jan Hadlaw, and Thom Swiss. New York: Routledge, 2015, 45-59.

“Map Interfaces and the Production of Locative Media Spaces.” *Locative Media*. Ed. Rowan Wilken and Gerard Goggin. New York: Routledge, 2015, 83-93.

“Storytelling and Locative Media: Exploring the Intersection of Site-Specificity, Content, and Materiality.” *Routledge Companion to Mobile Media*. Ed. Gerard Goggin and Larissa Hjorth. New York: Routledge, 2014, 528-537.

“Locative Media.” *The Handbook of Mobilities*. Ed. Mimi Sheller, Peter Adey, David Bissell, Kevin Hannam, and Peter Merriman. New York: Routledge, 2014, 233-242.

“Historicizing Mobile Media: Locating Transformations in Embodied Space.” *The Mobile Media Reader*. Ed. Noah Arceneaux and Anandam Kavoori. New York: Peter Lang, 2012, 9-22.

“Information Cartography: Visualizations of Internet Spatiality and Information Flows.” *Composing (Media) = Composing (Embodiment)*. Ed. Kristin L. Arola and Anne Frances Wysocki. Logan, UT: Utah State University Press, 2012, 85-96.

“Gertrude Stein in QuickTime: Documenting Performance in the Digital Age.” *Complex Worlds: Digital Culture, Rhetoric, and Professional Communication*. Ed. Adrienne Lamberti and Anne R. Richards. Amityville, NY: Baywood, 2011, 79-94.

“The Virtual Artaud: Computer Virus as Performance Art.” *TechKnowledgies: New Imaginaries in the Humanities, Arts, and TechnoSciences*. Ed. Mary Valentis. Newcastle: Cambridge Scholars Press, 2007, 157-167.

#### **ii. Chapters in books (non-refereed).**

“Introduction: Our Mobile Lives,” *Foundations of Mobile Media Studies: Essential Texts on the Formation of a Field*. Ed. Jason Farman. New York: Routledge, 2016: xi-xxi.

“Site-specificity, Pervasive Computing, and the Reading Interface.” *The Mobile Story: Narrative Practices with Locative Technologies*. Ed. Jason Farman. New York: Routledge, 2014, 3-16.

#### **d. Extension Publications.**

“How to Wait Well,” *Aeon/Psyche Magazine*, September 30, 2020: <https://psyche.co/guides/how-to-think-of-waiting-as-a-chance-to-reinvent-the-future>

“Getting Bored Could Be the Most Productive Thing You Do Today,” *Management Today*, July 31, 2019: <https://www.managementtoday.co.uk/getting-bored-productive-thing-today>

“Fidget Spinners: How Buffering Icons Shape Our Sense of Time,” *Real Life Magazine*, June 28, 2017: <http://reallifemag.com/fidget-spinners/>

“The Forgotten Kaleidoscope Craze in Victorian England.” *Atlas Obscura*, November 9, 2015. <http://www.atlasobscura.com/articles/the-forgotten-kaleidoscope-craze-in-victorian-england>

“A Manifesto for Active Learning.” *The Chronicle of Higher Education*, October 3, 2013. <http://chronicle.com/blogs/profhacker/a-manifesto-for-active-learning/52705>

“The Myth of the Disconnected Life.” *The Atlantic*, February 7, 2012. <http://www.theatlantic.com/technology/archive/2012/02/the-myth-of-the-disconnected-life/252672/#>

“Encouraging Distraction? Classroom Experiments with Mobile Media.” *The Chronicle of Higher Education*, February 9, 2012. <http://chronicle.com/blogs/profhacker/encouraging-distraction-classroom-experiments-with-mobile-media/38454>

**e. Conference Proceedings (peer reviewed)**

“Texting and Time: The Emotional Experience of Waiting in a Mobile Media Culture.” *Select Papers of Internet Research*, 2017.

De Souza e Silva, Adriana, Jason Farman, and Daniela de Cunto Bueno. “The Life Cycle of a Mobile Phone: Material Cultures of Manufacturing and Consumption.” *Selected Papers of Internet Research*, 2015.

“Site-Specificity, Pervasive Computing, and the Reading Interface.” *Selected Papers of Internet Research*, 2014.

“Locative Life: Geocaching, Mobile Gaming, and Embodiment.” *Proceedings of the Digital Arts and Culture Conference*, 2009.

**f. Encyclopedia Entries.**

“Mobile Interface Theory.” *Blackwell Encyclopedia of Sociology Online*. Ed. George Ritzer (Blackwell Publishing, 2012).

**g. Keynotes, Conferences, and Professional Papers Presented.**

**i. Keynote and Plenary Addresses.**

Keynote Address: “Humanistic Collaborations: A Field Guide.” *Common Threads Conference*, September 2021.

Plenary Address: “Creative Misuse: Tactics for Innovation at the Edges of the Familiar.” Human-Computer Interaction Lab Symposium, May 2021.

Keynote Address: “Tactics for Waiting.” Bard College Symposium on Attention, April 2019.

Keynote Address: “Designs of Waiting: Delay, Latency, and the User Experience.” Human-Computer Interaction Lab Symposium, May 2018.

Plenary Address: “Tactics for Waiting in a Mobile Media Age.” Disrupting Distance: Evolving Connections and Disconnects in the Digital Age, Bard Graduate University, New York, April 2018.

Plenary Address: “Time as Form: Temporal Readings of Media History.” Formations: Intersections of Form Across the Literary, Social, and Political, University of Maryland, College Park, March 10, 2018.

Plenary Address: “The Waiting Gain: Interpreting Time Lag in Mobile Communication.” Are You Second Offline? The Diversity of Post-Mobile Society. Kansai University, Osaka, Japan, July 2017.

Plenary Address: “Spatial Stories and the Mobile Interface.” Situation Space: How Spatial Images Define the User’s Disposition. Humboldt University, Berlin, Germany, January 2017.

Keynote Address: “Stories, Spaces, and Bodies in the Age of Mobile Media,” The Nancy Smith Distinguished Lecture Series, Coastal Carolina University, January 2015.

Keynote Address: “Storytelling with Mobile Media: The Production of Embodied Space in the Digital Age.” Australia and New Zealand Communication Association, Swinburne University, Melbourne, Australia, July 2014.

Keynote Address: “Encouraging Distraction?: Bringing Mobile Media into an Active Learning Environment.” Teaching with Technology Conference, Johns Hopkins University, May 2012.

Closing Remarks: “Becoming Advocates for Mobile Media.” International Communication Association, Mobile Communication Preconference, Phoenix, Arizona, May 2012.

Plenary Address: “Locative Life: Geocaching, Mobile Gaming, and Embodiment.” Digital Arts and Culture Conference, University of California, Irvine, December 2009.

**ii. Refereed conference papers.**

“Disappearing Affordances: Design, Agency, and the Technological Surface,” Arts in Society Conference, San Jorge University, Zaragoza, Spain, July 2022.

“Perceptions of Wait Times and Delays in a Mobile Media Age,” Psychology of Technology Symposium, University of Virginia, November 2019.

“Buffering and Waiting in the Age of Instantaneous Media,” Society of Cinema and Media Studies, Seattle, March 2019.

“Delayed Response: The Art of Waiting from the Ancient to the Instant World,” New Books Panel, Society for Literature, Science, and the Arts, Toronto, Canada, November, 2018.

“The Past and Present of Instant Messaging: Text Messages, AOL Instant Messenger, and Pneumatic Tube Mail Systems,” Association of Internet Researchers, Montreal, Canada, October 2018.

“A History of the Instant in Media and Message Exchange,” Speed Conference, Cornell Tech, September 2018.

“Designs of Waiting: Buffering, Queuing, and Embedded Systems of Power,” Social Life of Time Conference, Edinburgh, Scotland, June 2018.

“Texting and Time: The Emotional Experience of Waiting in Mobile Media Culture,” Association of Internet Researchers, Estonia, October 2017.

“Loading: How Buffer Icons Shape Our Sense of Time and Our Practices of Waiting,” Theorizing the Web, New York, April 2017.

“Spatial Stories and the Mobile Interface,” Situation Space Conference, Humboldt University, Berlin, January 2017.

“Waiting for Word: The Emotional Experience of Waiting in Mobile Media Culture,” with Joseph Meyer. Society of Cinema and Media Studies, Atlanta, March 2016.

“The Life Cycle of a Mobile Phone: Material Cultures of Manufacturing and Consumption,” with Adriana De Souza e Silva and Daniela de Cunto Bueno. Association of Internet Researchers, Phoenix, October 2015.

“Stories, Bodies, Spaces: Digital Narrative and Social Justice,” Social Media and Technology Conference, Howard University, October 2015.

“Material Realities of Mobile Internet Culture: Production, Consumption, and E-Waste,” Theorizing the Web, New York, April 2015.

“Mobile, Networked, Hands-On: Theorizing and Practicing ‘Applied’ Media Studies,” Society of Cinema and Media Studies, Montreal, March 2015.

“Creative Misuse as Resistance: Surveillance, Mobile Technologies, and Locative Games,” American Studies Association, Los Angeles, CA, November 2014.

“From Kaleidoscopes to Mobile Media: A Media Archaeology of Immersion and Disconnection,” National Communication Association, Washington, DC, November 2013.

“Site-Specificity, Pervasive Computing, and the Reading Interface,” Association of Internet Researchers, Denver, CO, October 2013.

“Being Distracted in the Digital Age: American College Students and the Myth of the Disconnected Life,” Modern Language Association, Boston, MA, January 2013.

“The Mobile Internet and Materiality: Tracing the Flows of Locative Information,” Association for Internet Researchers, Manchester, UK, October 2012.

“Site-Specific Storytelling, Urban Markup, and Mobile Media.” Electronic Literature Organization Conference, Morgantown, WV, June 2012.

“The Materiality of the Mobile Internet: An Object-Oriented Approach to Mobile Networks.” *The Nonhuman Turn in 21<sup>st</sup> Century Studies*, Milwaukee, WI, May 2012.

“Materiality and Locative Media.” *Theorizing the Web*, College Park, MD, April 2012.

“Mapping Virtual Communities: Cultural Imaginaries of the Diaspora and the Production of Crisis Maps.” American Association of Geographers, New York, February 2012.

“Mobile Media Narratives: Community Histories and Oral Storytelling for the Mobile Phone Era.” American Studies Association, Baltimore, October 2011.

“The Mobile Internet and Information Landscapes.” *A Decade in Internet Time: Symposium on the Dynamics of the Internet and Society*, Oxford Internet Institute, September 2011.

“Embodiment in Mobile Media Performances.” *Dance Technology and Circulations of the Social*, MIT, April 2011.

“Locative Social Media, Alterity, and Obsolescence.” *Mobilities in Motion*, Philadelphia, March 2011.

“Mapping the Mobile Interface: Geolocation Meets Visualization.” National Communication Association, San Francisco, November 2010.

“Locative Life: Geocaching, Mobile Gaming, and Embodiment.” Digital Games Research Association Conference, London, England, September 2009.



“Performing Social Narrative Across Locative Media.” Association for Theater in Higher Education Conference, New York, August 2009.

“Information Cartography: Visualizations of Internet Spatiality and Information Flows.” Media in Transition Conference, Massachusetts Institute of Technology, April, 2009.

“Mapping the Digital Empire: Google Earth and the Process of Postmodern Cartography.” Visions of Humanity in Cyberculture Conference, Oxford University, England, July 2008.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” Association for Theatre in Higher Education, Denver, July, 2008.

“Hypermediating the Game Interface: *Grand Theft Auto* and the Alienation Effect.” Electronic Literature Organization, Vancouver, Washington, May 2008.

“Improvisation/Interface: Subverting Script and Code in Digital Performance.” American Society for Theatre Research, Toronto, November 2005.

“The Virtual Artaud: Computer Virus as Performance Art.” Invited to present on the competitive panel *Fresh Print: Emerging Scholars*, Association for Theatre in Higher Education, San Francisco, July 2005.

“Gertrude Stein in QuickTime: The Wooster Group’s Interactive CD-ROM Performance.” Comparative Drama Conference, California State University, Northridge, April 2005.

“The Spectacle of Surveillance: Performing the Space of the Panoptic.” American Society for Theater Research, Las Vegas, November 2004.

“The Document Becomes the Performance: The Reinscription of Authority in the Wooster Group’s Interactive CD-ROM *Where Where There There Where*.” American Society for Theater Research, Duke University, November 2003.

### **iii. Unrefereed conference presentations.**

“Mobile Media Culture.” THATCamp Virginia, University of Virginia Scholar’s Lab, December 2010.

“Site-Specific Reading and Mobile Phone Technologies.” Reading Comparatively Conference, University of Maryland, College Park, November 2010.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” (dis)junctions: Malappropriation Nation, University of California, Riverside, April, 2007.

“My (Virtual) Body, My (Virtual) Self: Visualizing Subjectivity in Online Theater.” (dis)junctions: Romancing Heteroglossia, University of California, Riverside, April 2004.

“My (Virtual) Body, My (Virtual) Self: Visualizing Subjectivity in Online Theater.” BYOB: The First Annual Call for Bodies, California State University, San Marcos, April 2004.

“Hypertextuality and the Break with Patriarchal Signification in Caryl Churchill’s *The Skriker*.” Thinking Gender, University of California, Los Angeles, March 2004.

“Gertrude Stein in QuickTime: The Wooster Group’s CD-ROM.” University of California Graduate Collegium in Theater Studies, University of California, Los Angeles, February 2004.

**iv. Other participation in conferences.**

Pre-Conference Organizer, International Communication Association (ICA) Mobile Media Preconference, 2011-2013.

Panel Chair: “Mobile Internet Studies.” International Communication Association, Mobile Communication Preconference, May 2012.

Panel Chair: “Civic Engagement with Mobile Media.” International Communication Association, Mobile Communication Preconference, May 2012.

Panel Chair: “Bodies In the Power Network: Digital Imperialism, Virtual Labor Practices, and Community Identity in Social Media.” Chesapeake American Studies Association, George Mason University, April 2011.

Co-Chair, Mixed-Media Working Group, Association for Theatre in Higher Education (ATHE), 2008.

Pre-Conference Organizer, Association for Theatre in Higher Education (ATHE), Performance Studies Focus Group, 2007/2008.

Panel Chair: “Staging Race, Staging Place: From the Local to the Diasporic.” Association for Theatre in Higher Education, New Orleans, July 2007.

**v. Invited Talks.**

“Tactics for Waiting in an Age of Instant Communication,” MIT Media Lab, April 9, 2019.

“Waiting in the Age of Instant Communication,” Harvard University’s Meet the Author Series hosted by the Berkman Klein Center for Internet and Society, April 8, 2019.

“Time and Power,” American Studies Brown Bag Series, University of Maryland, College Park, February 25, 2019.

“The Role of Delay in Knowledge Production,” Virginia Tech, February 22, 2019.

“Waiting in the Age of Instant Communication,” University of Montreal, February 18, 2019.

“Marks of Uncertainty: Bodily Traces and Temporality in Message Exchange,” Library of Congress, Washington Area Group for Print Culture Studies, April 13, 2018.

“Tactics for Waiting in the Mobile Media Age,” University of Maryland, College Park, Center for the Advanced Studies of Communities and Information, March 6, 2018.

“Waiting for Word: On the Time Spent Waiting for a Response to a Message,” University of Illinois, Chicago Department of Communication Invited Lecture, September 2016.

“Mobile Interface Theory for UX Design; or, Why You Need a Cultural Theorist on Your Team,” Human-Computer Interaction Lab Annual Symposium, May 2014.

“Bodies, Spaces, and the Mobile Interface,” UCLA Information Studies Colloquia, January 23, 2014.

“Storytelling and Mobile UX Design.” MicroStrategy, Inc., November 12, 2013.

“Historicizing Mobile Media,” Mobile Media Lab, Concordia University, Montreal, October 2013. Invited Guest Researcher, Fall 2013.

“Mobile Interface Theory for UX Design.” New York Technology Council, March 2013. Video available at: <http://youtu.be/KdJT0CmMwIc>

“Site-specific Art and Locative Media: Concluding Remarks.” Media Mobilities Colloquium. Techne Institute at the University of Buffalo, November 2012.

“Using Mobile Devices in the Classroom.” Center for Teaching Excellence, Summer Teaching Institute, University of Maryland, College Park, May 2012.

“Encouraging Distraction?: Classroom Experiments with Mobile Technology.” Innovations in Teaching with Technology Conference, University of Maryland, College Park, April 2012.

“Emerging Media, Acceleration, and Information Overload: A Media Archaeology Approach.” Cultural Studies Graduate Colloquium, George Mason University, March 2012.

“iPad Classroom: Mobile Teaching Strategies.” Office of Information Technology’s Faculty Brown Bag Workshops, University of Maryland, College Park, November 2011.

“Using Twitter in the Classroom.” Center for Teaching Excellence, University of Maryland, College Park, November 2011.

“Teaching with Mobile Technologies.” Arts & Humanities Academic Technology, Faculty Talks. University of Maryland, College Park, December 2010.

“Embodying the Mobile Interface.” Critical Theory Colloquium. University of Maryland, College Park, October 2010.

“Mapping the Mobile Interface: Geolocation Meets Visualization.” Invited speaker. Digital Dialogues, Maryland Institute of Technology in the Humanities. University of Maryland, College Park, October 2010.

“The Interface of Everyday Life: Mobile Technologies and the Embodied Space of the Internet.” Emerging Trends in the Digital Humanities Colloquium. Washington State University, March 2009.

#### **h. Grants.**

Provost’s Teaching Innovation Grant. University of Maryland, College Park (2020) (\$12,710)

Research and Scholarship Grant, “Love Letters Lost: A History of How Networks Shape Intimacy.” University of Maryland, College Park (2019) (\$9,000)

Alfred P. Sloan Foundation Book Grant for the Public Understanding of Science and Technology (2017-2018) (\$46,500)

Subvention Fund, Division of Research Faculty Incentive Program (DRIF), College of Arts and Humanities, University of Maryland, College Park (2017-2018) (\$1,700)

Office of Sustainability Grant, “Sustainable Technologies Project,” University of Maryland, College Park (2017-2018) (\$33,645)

EMC Arts Innovation Grant for mobile audio performance, “I Will Stay,” performed at Center Stage Baltimore (2015) (\$5,000)

Research and Scholarship Grant, “Waiting for Word: Tracing the Experience of Waiting in War Letters, 1847-1920,” University of Maryland, College Park (2015) (\$9,000)

Future of Information Alliance / Deutsch Foundation Seed Grant for storytelling app, “Approach” (2013) (\$25,000)

College of Liberal Arts Faculty Travel Grant for Conference Travel, Washington State University (2009-2010) (\$750)

College of Liberal Arts Faculty Travel Grant for Conference Travel, Washington State University (2008-2009) (\$750)

College of Liberal Arts Faculty Travel Grant for International Travel, Washington State University (2007-2008) (\$1200)

Transliterations Graduate Research Grant, University of California, Santa Barbara (2005-2006) (\$1000)

Thomas F. Marshall Travel Grant, American Society of Theatre Research (2005) (\$750)

**i. Fellowships, Prizes, and Awards.**

Faculty Service Award, University of Maryland, College Park (2022)

Sustainability Teaching Fellow, University of Maryland, College Park (2018)

Distinguished Faculty Fellowship, Digital Cultures and Creativity Program, University of Maryland, College Park (2011-2014)

Global Outlook::Digital Humanities Essay Award, Honorable Mention for essay “Mapping Virtual Communities: The Production of Crisis Maps and Cultural Imaginaries of the Diaspora” (2014)

2012 Book of the Year for *Mobile Interface Theory*. Association of Internet Researchers. (2012)

Chancellor’s Fellowship for Dissertation Research, University of California, Los Angeles (2005-2006)

Aaron Curtis Taylor Memorial Fellowship, University of California, Los Angeles (2004)

**j. Editorships, Editorial Boards, and Reviewing Activities for Journals**

Editorial Board, *Mobile Media & Communication*, 2013-Present.

Editorial Board, *Social Media & Society*, 2014-Present.

Editorial Board, *Global Performance Studies*, 2016- Present.

Editorial Board, *New Media & Society*, 2014-2018.

Reviewer, University of Chicago Press, book manuscript, 2021-2022.

Reviewer, Routledge Press, manuscript proposals, 2011-2018.

Reviewer, Polity Press, book proposals, 2013, 2018.

Reviewer, MIT Press, book proposal and manuscript, 2015, 2018.

Reviewer, Stanford University Press, book proposal, 2016.

Reviewer, Oxford University Press, book proposal, 2013, 2016.

Guest Editor, *Future Internet Journal* special issue, “Social Transformations from the Mobile Internet,” 3.6 (2011-2012).

Reviewer, *Convergence: The International Journal of Research into New Media Technologies*, 2012.

Reviewer, *The Journal of Broadcasting and Electronic Media*, 2012.

Reviewer, *Leonardo: Journal of Arts, Sciences, and Technology*, 2011.

Reviewer, *International Journal of Performance Arts and Digital Media*, 2010.

Reviewer, Cultural Studies Area for Blackwell Publishing, manuscript proposal 2009-2010.

Reviewer, *International Journal of Arts and Technology*, 2009.

Editor-in-Chief, *Extensions: The Online Journal of Embodiment and Technology*, Volume 3 (2006-2007).

Contributing Editor, *Extensions: The Online Journal of Embodiment and Technology*, Volume 2 (2005).

**k. Select media coverage and expert appearances**

Quoted in, “Can Waiting Actually Make Us Happier?” *The Australian*, August 22, 2022, <https://www.theaustralian.com.au/life/can-waiting-actually-make-us-happier/news-story/dfb161e102b6655b2c2099ea775b1c0d>

Quoted in, “Plan Your Life Again, but Keep it Simple,” *The New York Times*, May 4, 2021, <https://www.nytimes.com/2021/05/04/well/plan-your-life-again-but-keep-it-simple.html>

Featured On-air Guest, *Deeply Human* (BBC), April 4, 2021, “The Standing Line,” <https://www.bbc.co.uk/programmes/w3ct2cbk>

Quoted in, “The Year We Lost,” *The Atlantic*, December 15, 2020, <https://www.theatlantic.com/family/archive/2020/12/2020-lost-year/617382/>

Interviewed for Featured Story, “Why Waiting Feels Terrible (and Why Getting Better at it Might Improve Your Life,” *GQ*, November 16, 2020, <https://www.gq.com/story/why-getting-better-at-waiting-could-improve-your-life>

Interviewed for Featured Story, “Everything is Going Faster and Yet We Wait

Just as Much,” *The Correspondent*, October 5, 2020,  
<https://thecorrespondent.com/719/life-is-moving-faster-than-ever-yet-we-spend-just-as-much-time-waiting/916310537483-7ddb2035>

Interviewed for Featured Story, “Your Patience is Wearing Thin – But So Is Your Kid’s,” *National Geographic*, July 15, 2020,  
<https://www.nationalgeographic.co.uk/family/2020/07/your-patience-is-wearing-thin-but-so-is-your-kids>

Interviewed for Featured Story, “What Comes After Zoom Fatigue,” *Vox*, July 17, 2020, <https://www.vox.com/recode/21314793/zoom-fatigue-video-chat-facebook-google-meet-microsoft-teams>

Interviewed for Featured Story, “I Didn’t Have Any Graduation Wisdom. So I asked 19 Smart People Instead,” *The Atlantic*, June 1, 2020,  
<https://www.theatlantic.com/family/archive/2020/06/graduation-advice-class-of-2020/612475/>

Feature On-air Guest, *99% Invisible* (Radiotopia) September 3, 2019, “Wait Wait... Tell Me!” <https://99percentinvisible.org/episode/wait-wait-tell-me/>

Feature On-air Guest, *Late Night Live* (Radio National Australia), May 6, 2019  
“What’s the Delay? The History of Waiting”  
<https://www.abc.net.au/radionational/programs/latenightlive/whats-the-delay:-the-history-of-waiting/11084782>

Featured On-air Guest, *Innovation Hub* (WGBH, Boston), January 25, 2019, “Waiting Really is the Hardest Part” <http://blogs.wgbh.org/innovation-hub/2019/1/25/waiting-really-hardest-part/>

Featured On-air Guest, *Constant Wonder* (BYU Radio, Provo, UT), January 24, 2019, “Delayed Response” <https://www.byuradio.org/episode/4e131727-8cc3-4cde-9860-43ed71c909cc/constant-wonder-evolution-of-books-healing-power-of-oxygen-quantum-computing-delayed-response>

Featured On-air Guest, *Afternoons with Jesse Mullins* (Radio New Zealand, Auckland, NZ), December 18, 2018, “The Art of Waiting in an Instant World” <https://www.radionz.co.nz/national/programmes/afternoons/audio/2018676305/the-art-of-waiting-in-an-instant-world>

Featured On-air Guest, *Radio Times* (WHYY, Philadelphia, PA), December 17, 2018, “The Art of Patience” <https://whyy.org/episodes/the-art-of-patience/>

Focus of Featured Story, *ELLE Magazine* Italy (Monica Monnis), December 16, 2018, “How Do We Evaluate Time Today? From the Beauty of Waiting to the Tyranny of ‘Sorry for the Delay’” <https://www.elle.com/it/emozioni/psicologia/a25555869/la-bellezza-dell-attesa/>

Featured On-air Guest, *Knowledge@Wharton* (Philadelphia, PA), December 11, 2018, “Is Waiting a Lost Art?” <http://knowledge.wharton.upenn.edu/article/slowing-down-why-good-things-come-to-those-who-wait/>

Featured On-air Guest, “Waiting in the Age of Instant Gratification,” *Think*, KERA Public Radio, November 26, 2018. <http://think.kera.org/2018/11/26/waiting-in-the-age-of-instant-gratification/>

Interviewed for Featured Story, “The Tyranny of ‘Sorry for My Delay.’” *The Atlantic*, November 21, 2018. <https://www.theatlantic.com/family/archive/2018/11/life-getting-faster-farman-delayed-response/576181/>

On-air Guest, “Working Time: How the Technologies of Time Keeping Have Shaped Our Working Lives,” *Rear Vision*, Radio National Australia, August 5, 2018. <http://www.abc.net.au/radionational/programs/rearvision/working-time:how-the-technologies-of-time-keeping-have-shaped/10043718>

Featured On-Air Guest, “Pneumatic tubes: the instant messaging technology that transformed the world,” *Late Night Live*, Australian Broadcasting Corporation, June 13, 2018. <http://www.abc.net.au/radionational/programs/latenightlive/pneumatic-tubes:-the-instant-messaging-technology-that-transfor/9866280>

Quoted in “The Rebirth of the Neighborhood,” *The Atlantic*, November 20, 2017, <http://www.theatlantic.com/sponsored/nest-2017/the-rebirth-of-the-neighborhood/1596/>

Quoted in “How the iPhone Revolutionized Photography,” *Cult of Mac*, June 27, 2017. <https://www.cultofmac.com/488402/iphone-photography-camera-industry/>

Featured in cover story, “The Waiting Gain: How the Time We Don’t Think About Shapes Our Lives,” *Terp Magazine*, July 1, 2016. <http://terp.umd.edu/the-waiting-gain>

Interviewed for Featured Story, “Mobiles are Part of A Long Lineage,” *Outlook Magazine*, November 6, 2014. <http://www.outlookindia.com/article/Mobiles-Are-Part-Of-A-Long-Lineage/292313>

Quoted in “Location Recognition Applications Filter the Noise of Social Media.” *ABC News*, October 16, 2013. [http://www.abc2news.com/dpp/news/region/baltimore\\_county/location-recognition-applications-filter-the-noise-of-social-media](http://www.abc2news.com/dpp/news/region/baltimore_county/location-recognition-applications-filter-the-noise-of-social-media)

Interviewed for Featured Story, “Literature Apps,” *Page Magazine*, August 29, 2013 (in German). <http://www.page-online.de/emag/technik/artikel/literatur-apps>

Quoted in “Rio de Janeiro’s Favelas Find a Place on City Maps.” *Associated Press*, January 22, 2013. <https://www.yahoo.com/news/rio-janeiros-favelas-place-city-maps-182557862.html>



Quoted in “Rio’s Shantytowns Shrink — On Google Maps, At Least.” *Christian Science Monitor*, April 28, 2011, <http://www.csmonitor.com/World/Americas/2011/0427/Rio-s-shantytowns-shrink-on-Google-Maps-at-leasts>

On-air Guest “Border dispute involves Nicaragua, Costa Rica, and Google Maps.” *Marketplace Tech Report*, National Public Radio, November 19, 2010, <http://marketplace.publicradio.org/display/web/2010/11/19/tech-report-central-american-border-dispute-involves/>

Quoted in “Google Makes Foray into TV.” *Unwind Magazine*, November 2010, [http://unwindmag.com/Unwind!\\_Magazine/November2010/tv.1.html](http://unwindmag.com/Unwind!_Magazine/November2010/tv.1.html)

Quoted in “How did principal's e-mail to parents become national news?” *The Ridgewood News*, May 7, 2010, [http://www.northjersey.com/news/93047214\\_Message\\_delivered.html?c=y&page=1](http://www.northjersey.com/news/93047214_Message_delivered.html?c=y&page=1)

Quoted in “Facebook time travel: Old friends new again.” *Denver Post*, June 2, 2009, [http://www.denverpost.com/ci\\_12497694](http://www.denverpost.com/ci_12497694)

## **I. Creative Works and Digital Designs (Select).**

### **Areas of Arts Practice:**

*Locative, mobile storytelling; interface design, user experience; site-specific art; performance art; graphic design; web design; video and sound design; 3D printing, VR/AR*

Creator, *I Will Stay*, Site-Specific Audio Performance on Mobile Devices, Center Stage Theatre, Baltimore, December 17, 2015. (Funded through an EMC Arts Innovation Grant)

User Experience and Interface Design, “Approach: Every Voice, Every Path,” iPhone app, 2013. (Funded through a Future of Information Alliance / Deutsch Foundation Grant)

Creator, *StoryMarker*. iPhone app for location-based storytelling, 2010. <http://mediacommons.futureofthebook.org/tne/pieces/storymarker>

GIS Visualization, “Mapping Baltimore’s Taverns, 1796-1810,” Project with Nancy Struna and the Department of American Studies, University of Maryland, College Park, 2011.

MP3 Flash Mob. Sound design and video documentation. October 2013. <https://www.youtube.com/watch?v=2VoPDqf6bOc>

MP3 Flash Mob. Sound design and video documentation. October 2012. <http://www.youtube.com/watch?v=RYkJmBshk50>

Video and Sound Design, *What I Heard About Iraq*. Multimedia Performance based on the play by Simon Levy, Washington State University, October 2-3, 2008.

Graphic and Web Design. Clients include the University of Maryland, College Park, UCLA, Washington State University, Claremont Graduate University, and Pitzer College. (2001-2018)

### **3. Teaching, Mentoring, and Advising**

#### **a. Courses taught**

##### **i. General Courses.**

IMDM 350, "Immersive Media Design: Advanced Digital Media Theory," Fall 2022

AMST 629I, "Material Culture and Internet Studies," (Graduate Course) Fall 2022 /Fall 2017/ Fall 2011

AMST 260, "American Culture in the Information Age," Fall 2013/Spring 2022

AMST 629U, "Introduction to Digital Studies in the Arts and Humanities," (Graduate Course) Spring 2019/2020/2021

AMST 628N, "Space, Place, and Identity in the Digital Age," (Graduate Course) Fall 2016 / Fall 2012

AMST 429L, "The Documented Life: Constructing our Digital Identities," Summer 2014

AMST 418E, "Digital Media and Everyday Life," Spring 2013/2014

AMST 429E, "Television in American Life," Summer 2013

AMST 418B, "Digital Diversity," Spring 2012

AMST 628V, "Embodiment and Space in the Digital Age," (Graduate Course) Fall 2010

AMST 418B, "Digital Diversity," Fall 2010

DTC 354, "Digital Storytelling," Summer 2010

DTC 355, "Multimedia Authoring," Fall 2009

ENGL 595, "Electronic Literature, Gaming, and Cyberculture," (Graduate Course) Fall 2009

DTC 478, "Usability and Interface Design," Summer 2009

DTC 355, "Multimedia Authoring," Spring 2009

DTC 375, "Language, Text, and Technology," Spring 2009

ENGL 595, "Embodiment and Space and the Digital Age," (Graduate Course) Fall 2008

DTC 477, "Advanced Multimedia Authoring," Fall 2008

DTC 478, "Usability and Interface Design," Summer 2008

DTC 355, "Multimedia Authoring," Spring 2008

DTC 475, "Digital Diversity," Fall 2007

DTC 375, "Language, Text, and Technology," Fall 2007

COMM 200, "The History of Film, Television, and Visual Mass Media," Spring 2007

##### **ii. Honors Courses.**

HDCC 105, "Perspectives on Digital Cultures and Creativity," Design Cultures and Creativity Honors Course, Fall 2012-2021  
HDCC 106, "Mobile Media Design and Culture," Digital Cultures and Creativity Honors Course, Spring 2015 / Summer 2016  
HDCC 106, "The Rise of Digital Society," Digital Cultures and Creativity Honors Course, Spring 2014  
HDCC 106, "Performing the Virtual," Digital Cultures and Creativity Honors Course, Spring 2013  
HDCC 106, "Hacking Social Space," Digital Cultures and Creativity Honors Course, Spring 2012  
HDCC 208B, "Mobile Media Culture," Digital Cultures and Creativity Honors Course, Fall 2011

**iii. Independent Studies, Tutorials, and Internship Supervision.**

ARHU 338, "Teaching Assistantship in Living-Learning Programs," Fall 2015-2021  
HDCC 379, "Independent Study in Design Cultures & Creativity," Fall and Spring 2017-2021  
AMST 789, "Bodies and Spaces in the Digital Age," Spring 2019  
AMST 698, "Digital Studies, Media Archaeology, and Colonial Histories," Fall 2018  
AMST 398, "Popular Music and the Internet," Spring 2016.  
AMST 698, "Digital Culture and Internet Studies," Spring 2014  
AMST 898, "Space, Place, and Identity in the Digital Age," Spring 2014  
AMST 388, "Gender and Game Studies," Fall 2013  
AMST 698, "Community, Identity, and Social Space," Spring 2013  
AMST 698, "Critical Theory and Internet Studies," Spring 2013  
AMST 898, "Studying Cultures of the Internet," Spring 2011  
AMST 398, "Identity and Community in Digital Space," Fall 2010  
ENGL 499, "Independent Study" Washington State University, taught seven undergraduate independent studies between 2007-2010.  
ENGL 590, "Introduction to Game Studies," Independent Study, Washington State University, Spring 2008.  
Internship supervision: 44 undergraduates between Spring 2008-Spring 2010, Washington State University

**b. Teaching Awards**

Lilly Fellowship from the Center for Teaching Excellence, University of Maryland, College Park, 2012-2013.

**c. Advising**

**i. Undergraduate**

Instructional advisor to 10-12 undergraduates annually in American Studies, and 120 in the Design Cultures & Creativity Program at the University of Maryland, College Park (2010-2019)

Instructional advisor to approximately 130 students annually in the Digital Technology and Culture Program, Washington State University (2007-2010).

**ii. Graduate**

Advisor for 5-6 graduate students in American Studies (Masters and Ph.D.) annually at the University of Maryland, College Park.

**iii. Other advising activities**

Co-Advisor, *Powerlines*, the interdisciplinary graduate and undergraduate journal of the Department of American Studies, University of Maryland, College Park, 2011-2019.

Faculty advisor: Mobile Gaming Working Group, Digital Cultures and Creativity Program, 2013-2014.

Advisor to Digital Technology, Arts, and Culture student club, Washington State University, 2007-2010.

Organizer and Advisor, Tri-Cities Digital Consortium, Washington State University, 2007-2009.

**d. Advising: Research Direction.**

**i. Undergraduate.**

Faculty Mentor, Liana Berlin-Fischler, Individual Studies Program Major (IVSP) in “Media Arts and Social Change,” University of Maryland, College Park, 2017-2018.

Faculty Mentor, Joshua Hall, Individual Studies Program Major (IVSP) in “Digital Media and Society,” University of Maryland, College Park, 2016-2017.

Chair, Senior Honors Thesis, Joanna McKee, “Gender Swapping in Performance and Popular Media,” University of Maryland, College Park, 2013-2014. [Winner: Best Senior Honors Thesis, May 2014]

Reader, Senior Thesis, David Blank, “Zapatista Fabric: weaving global community,” University of Maryland, College Park, Spring 2011.

Reader, Senior Thesis, Eric Duke, “Identity and Community in Digital Space,” University of Maryland, College Park. Fall 2010.

**ii. Masters.**

Chair, Alyssa Neuner, “Driving Around Los Santos: Space, Place, and Place-Making in *Grand Theft Auto V*.” University of Maryland, College Park. Defended May 2014.

Chair, Lindsey Davis, “The Body Repressed/The Body Sublime: Navigating Postmodern Death in Don DeLillo’s *White Noise*.” Washington State University. Defended May 2010.

First Reader, Lauren Clark, “The Virtual Panopticon: Identity Creation and Surveillance on Facebook.” Washington State University. Defended May 2009.

### **iii. Doctoral.**

#### **iii a. Doctoral Students Completed.**

Dean's Representative, Alexander Miller, Department of Performance Studies, University of Maryland, College Park. Defended March 2023.

Dean's Representative, LaRonika Thomas, Department of Performance Studies, University of Maryland, College Park. Defended October 2022.

Member, Jamie Foster Campbell, Department of Communication, University of Illinois at Chicago. Defended July 2022.

Member, Brienne Adams. Department of American Studies. University of Maryland, College Park. Defended, April 2022. Placement: Assistant Professor, Georgetown University.

Dean's Representative, Jeffrey Moro, Department of English. University of Maryland, College Park. Defended April 2022.

Co-Chair, Robert Jiles. Department of American Studies. University of Maryland, College Park. Defended July 2021. Placement: Assistant Professor of Multicultural and Gender Studies, California State University, Chico.

Member, Kelsey Michaels, Department of American Studies. University of Maryland, College Park. Defended April 2021.

Outside Reader, Katherine Mannell, School of Culture and Communication, University of Melbourne. Defended April 2020. Placement: Research Fellow at the Center of Excellence for the Digital Child.

Dean's Representative, Paul Patella-Rey. Department of Sociology. University of Maryland, College Park. Defended February 2020. Placement: Visiting Instructor, Gender, Sexuality, and Women's Studies Program, University of Pittsburgh.

Chair, Joseph Meyer. Department of American Studies. University of Maryland, College Park. Defended October 2019. Placement: Academic Consultant for the Libraries in Digital Media, Baylor University.

Chair, Kevin Winstead. Department of American Studies. University of Maryland, College Park. Defended July 2019. Placement: CLIR Postdoctoral Fellow at the University of Delaware.

Dean's Representative, Melissa Brown, "The Jezebel Speaks: Black Women's Erotic Labor in the Digital Age." Department of Sociology. Defended May 1, 2019. Placement: Stanford University Clayman Institute Postdoctoral Fellowship.

Dean's Representative, Katherine Esmonde. "The Datafication of Everyday Life: Critically Contextualizing the 'Quantified Self' in Physical Culture." Department

of Kinesiology. Defended March 2019. Placement: Postdoctoral Fellowship at Johns Hopkins University.

Dean's Representative, Caroline Titan, "Vellathinai Dhahikunna Vezhambal (As a Bird Searches for the Rain Water): Social Perceptions of Indian American High School Youth Within Home, School, and Community Spaces." College of Education, University of Maryland, College Park. Defended May 2018. Placement: Vice Chancellor for Diversity, Equity, and Inclusion at the University of Washington, Bothell.

Outside Reader, Kyle John Moore, "Situating Play: An Ethnography of Locative Play in Urban Environments." Department of Media and Communications, University of Sydney. Defended November 2017. Placement: Lecturer at Monash University in Communication and Media.

Member, Melissa Rogers, "Soft Circuitry: Methods for Queer and Trans Feminist Maker Cultures." Department of Women's Studies, University of Maryland, College Park. Defended August 2017. Placement: Creative Education Manager, Pittsburgh Center for Creative Reuse.

Co-Chair, Avery Dame. "Talk Amongst Yourselves: 'Community' in Transgender Counterpublic Discourse Online, 1990-2014." Department of Women's Studies, University of Maryland, College Park. Defended May 2017. Placement: Assistant Professor in Digital Technology and Culture at Washington State University.

Member, Emily Warheit, "Forum Theatre as Theatre for Development in East Africa." Theatre and Performance Studies, University of Maryland, College Park. Defended April 2017.

Co-Chair, Jarah Moesch. "Designing the Sick Body: Structuring Illness in the Techno-Material Age." Department of American Studies, University of Maryland, College Park. Dissertation Defended October 2016. Placement: Lecturer Rensselaer Polytechnic Institute.

Chair, Daniel Greene. "The Promise of Access: Hope and Inequality in the Information Economy." Department of American Studies, University of Maryland, College Park. Dissertation Defended May 2016. Winner of the Bode-Wise Dissertation Award. Placement: Assistant Professor, University of Maryland, College Park College of Information Studies. Previously: Postdoctoral Fellow, Microsoft Research Cambridge, Social Media Collective.

Chair, Yujie Chen. "Invisible Labor for Data: Institutions, Infrastructure, and Virtual Space." Department of American Studies, University of Maryland, College Park. Dissertation Defended November 2015. Placement: Assistant Professor, University of Toronto, Institute of Communication, Information, and Technology.

Chair, Gabriel Peoples, "Viral Bodies: Uncontrollable Blackness in Everyday Life

and Popular Culture.” Department of American Studies, University of Maryland, College Park. Dissertation Defended August 2015. Placement: Assistant Professor, Indiana University, Department of Gender Studies.

Outside Reader, Dale Leorke. “Location-Based Gaming and the Politics of Play in the City.” School of Culture and Communication, University of Melbourne. Dissertation Defended July 2015. Placement: Lecturer, Tampere University (Finland), Center of Excellence in Game Culture Studies.

Member, Maria Velasquez. “Reclaiming Black Beledi: Race, Wellness, and Online Community.” Department of American Studies, University of Maryland, College Park. Dissertation Defended May 2015.

Outside Reader, Samuel Thulin, “Composing Places: Practices and Potentials of Sound Mapping and Locative Audio,” Department of Communication Studies, Concordia University. Defended November, 2014.

Member, Kelley Trigger. “FCC Digital Natives: Digital Practices and Perceptions of Value among Frederick Community College Youth.” University of Maryland, College Park. Defended April 2014. Placement: Frederick Community College, Associate Vice President for Teaching and Learning.

Member, Ben Bunting, “The Preservation of the World: Finding Alternative Wildernesses in the 21<sup>st</sup> Century Space.” Washington State University. Defended May 2012. Placement: Associate Professor, Oregon Institute of Technology.

Member, Pam Chisum, “The Changing Technologies of Self: A Postmodern Take on Identity.” Washington State University. Qualifying Exams Passed December 2010. Dissertation Defended May 2013. Placement: Fairfield University.

First Reader, Chris Ritter, “Why the Humans are White: Fantasy, Modernity, and the Rhetorics of Racism in World of Warcraft.” Washington State University. Defended May 2010. Placement: Micron Technology. Previously: Georgia Institute of Technology (Brittain Postdoctoral Fellow).

### ***iii b. Doctoral Students In Process***

Chair, Caroline He, Department of American Studies, University of Maryland, College Park. In progress.

Member, Sohana Nasrin, Philip Merrill College of Journalism. Advanced to Candidacy, January 2020.

Member, Michelé Prince. Department of Women’s Studies, University of Maryland, College Park. In progress.

Member, Yvonne Bramble. Department of American Studies. University of Maryland, College Park. In progress.

Member, Andy Yeh, Department of English, University of Maryland, College Park. In progress.

## **4. Service**

### **a. Professional.**

#### **i. Offices and memberships held in professional organizations.**

Member, International Communication Association  
Member, National Communication Association  
Member, Society for Cinema and Media Studies  
Member, Association of Internet Researchers  
Member, American Studies Association  
Member, Digital Games Research Association  
Member, Electronic Literature Organization

#### **ii. Reviewing activities for agencies.**

Reviewer, Kluge Fellowship in Digital Studies, Library of Congress, 2018.  
Reviewer and Member, Canada Research Chairs Program, College of Reviewers, 2015.  
Reviewer, National Endowment for the Humanities, Digital Humanities Start-Up Grants, 2010/2013

#### **iii. Tenure Reviews.**

External evaluator, Tenure and Promotion, Indiana University Bloomington, 2021.  
External evaluator, Tenure and Promotion, University of Michigan, 2020.  
External evaluator, Tenure and Promotion, Washington State University, 2020.  
External evaluator, Tenure and Promotion, University of Alberta, 2018.  
External evaluator, Tenure and Promotion, University of North Texas, 2016.  
External evaluator, Tenure and Promotion, Coastal Carolina University, 2016.

### **b. Campus.**

#### **i. Departmental.**

Program Director, Design Cultures & Creativity Program, (2014-2017 and 2018-2022).

Merit Pay Committee, Department of American Studies, University of Maryland, College Park, 2014/2016/2022.

Graduate Program Comprehensive Exam Committee, Department of American Studies, University of Maryland, College Park, 2019, 2021.

Chair, Tenure and Promotion Committee, Department of American Studies, La Marr Jurelle Bruce, University of Maryland, College Park, 2019. Successfully promoted to Associate Professor with Tenure.

Chair, Third Year Review Committee, Department of American Studies, La Marr



Jurelle Bruce, University of Maryland, College Park, 2017.

Learning Outcomes Assessment Committee, Department of American Studies, University of Maryland, College Park, 2014-2016.

Bode-Wise Dissertation Award Committee, Department of American Studies, University of Maryland, College Park, 2014.

Graduate Admissions Committee, Department of American Studies, University of Maryland, College Park, 2012-2013.

Search Committee Member, Department of American Studies, University of Maryland, College Park, Transnational American Studies Assistant Professor Search, 2011-2012.

Redesigned Website for the US Latina/o Studies Program, University of Maryland, College Park, 2011.

Redesigned Website for the Department of American Studies, University of Maryland, College Park, 2011.

Member, Undergraduate Studies Committee, Department of American Studies, University of Maryland, College Park, 2010-2011.

Program Director, Digital Technology and Culture Program, Washington State University, 2007-2010.

Member, Undergraduate Studies Committee, Department of English, Washington State University, 2008-2010.

Search Committee Member, English Department, Washington State University, English Assistant Professor Search, 2008-2009.

Reader: English Department Graduate Student Essay Awards, 2008.

**ii. College.**

Member, Digital Studies Advisory Board, University of Maryland, College Park, 2016-Present.

Tenure committee, Alexis Lothian, Department of Women's Studies, University of Maryland, College Park, 2017-2018.

Search Committee Member, College of Arts and Humanities, University of Maryland, College Park, Open Rank Search for African American History and Culture and Mellon Project Direct for African American Digital Humanities Project, 2015-2016.

Member, Third Year Review Committee, Department of Women's Studies, Alexis Lothian, University of Maryland, College Park, 2016.

Member, Committee on New Technologies, University of Maryland, College Park, 2011-2013.

Search Committee Member, Digital Cultures and Creativity Program, University of Maryland, College Park, Associate Director Position, 2011.

Organizer, Tri-Cities Digital Consortium, Washington State University, 2007-2009.

Degree and Curriculum Committee Co-Chair, Washington State University, Master of Fine Arts Degree in Media Arts, 2007-2008.

Member: Visionary Subcommittee for the Liberal Arts, Washington State University, 2008-2009.

Member: Public Art Committee, Washington State University, 2008.

**iii. University.**

Associate Dean, The Graduate School, University of Maryland, College Park, 2022-Present.

Member and Organizer, Graduate Programs, Curricula, and Courses (PCC) Committee, University of Maryland, College Park, 2022-Present.

Member, Vice-President's Advisory Committee (VPAC), University of Maryland, College Park, 2022-Present.

Member, Academic Procedures & Standards (APAS) Committee, University of Maryland, College Park, 2022-Present.

Chair, Learning Technology Working Group, Division of IT, University of Maryland, College Park, 2019-2021.

Member, IT Council (Senate Committee), University of Maryland, College Park, 2019-2021.

Member, IT Council Email Task Force, University of Maryland, College Park, 2020.

Member, IT Council Telephone Policy Committee, University of Maryland, College Park, 2020.

Member, Provost's Committee on Teaching Innovation. University of Maryland, College Park, 2020.

Member, University Website Redesign Committee, University of Maryland, College Park, 2015-2016.

Member, Graduate Council, University of Maryland, College Park, 2012-2013.

Search Committee Co-Chair, Murrow School of Communication, Communication Assistant Professor Search, Washington State University, 2007-2008.

Search Committee Member, Fine Arts Department, Washington State University, Fine Arts Assistant Professor Search, 2007-2008.